This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-13:   Cancelled.

14.   (Currently amended) A method comprising:

retrieving real-time interactive content from a plurality of sources into a server;

recognizing first transmission and reception capabilities of a first client device with said server;

recognizing second transmission and reception capabilities and of a second client device with said server, said second client device being a different client device than said first client device;

configuring said real-time interactive content according to said first and second transmission and reception capabilities of said first and second client devices with said server to ensure said first and second client devices each have an adequate time window to respond to the real-time interactive content;

generating information pertinent to the real-time interactive content; and

substantially simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

15.   (Previously presented) A method as recited in claim 14, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

16.   (Previously presented) A method as recited in claim 14, further comprising organizing the retrieved interactive content into a first level database.

17.   (Previously presented) A method as recited in claim 16, further comprising storing preferences of a user associated with said first client device in said server, wherein a set of second level databases are generated according to the preferences of said user.

18.   (Previously presented) A method as recited in claim 17, wherein the method provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

19.   (Currently amended) A computer-readable medium having computer-executable instructions for instructing a computing apparatus to perform actions comprising:

retrieving real-time interactive content from a plurality of sources into said computing apparatus;

recognizing first transmission and reception capabilities of a first client device with said computing apparatus ~~and~~;

recognizing second transmission and reception capabilities of a second client device with said computing apparatus, said second client device being a different client device than said first client device;

configuring said real-time interactive content according to said first and second transmission and reception capabilities ~~of said first and second client devices with said computing apparatus~~ to ensure said first and second client devices each have an adequate time window to respond to the real-time interactive content;

generating information pertinent to the real-time interactive content; and

substantially simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

20.   (Previously presented) A computer-readable medium as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

21.   (Previously presented) A computer-readable medium as recited in claim 19, wherein said interactive content is retrieved and updated automatically in accordance with a timetable.

22.   (Previously presented) A computer-readable medium as recited in claim 21, further comprising organizing the retrieved interactive content into a first level database.

23.   (Previously presented) A computer-readable medium as recited in claim 22, wherein the computing apparatus provides interactive services to a plurality of users, the first level database is organized and shared among said plurality of users, and a plurality of individual sets of second level databases are generated, said plurality of individual sets of second level databases corresponding respectively to said plurality of users.

24.   (Previously presented) The method according to claim 14, wherein said interactive content comprises betting information.

25.   (Previously presented) The method according to claim 24, wherein said pertinent information comprises current information regarding prospective wagers.

26.   (Previously presented) The method according to claim 24, wherein said interactive content comprises betting information related to the preferences of said client.

27.   (Previously presented) The method according to claim 26, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 28-36: Cancelled.

37.   (Previously presented) The computer-readable medium according to claim 19, wherein said interactive content comprises betting information.

38.   (Previously presented) The computer-readable medium according to claim 37, wherein said pertinent information comprises current information regarding prospective wagers.

39.   (Previously presented) The computer-readable medium according to claim 37, wherein said interactive content comprises betting information related to the preferences of said client.

40.   (Previously presented) The computer-readable medium according to claim 39, wherein the interactive content comprises betting information related to a sports team of interest to said client.

Claims 41-48: Cancelled.

49.   (New) The method according to claim 14, wherein, for the steps of recognizing and configuring, said first transmission and reception capabilities with the server are different than said second transmission and reception capabilities with the server.

50.   (New) The method according to claim 24, wherein, for the step of configuring, said time window comprises a betting window.

51.   (New) The computer-readable medium according to claim 19, wherein, for the actions of recognizing and configuring, said first transmission and reception capabilities with the computing apparatus are different than said second transmission and reception capabilities with the computing apparatus.

52.   (New) The computer-readable medium according to claim 37, wherein, for the action of configuring, said time window comprises a betting window.

53.   (New) An apparatus comprising:

a communications interface; and

a processor configured to perform actions comprising:

retrieving real-time interactive content from a plurality of sources into said apparatus;

recognizing first transmission and reception capabilities of a first client device with said apparatus;

recognizing second transmission and reception capabilities of a second client device with said apparatus, said second client device being a different client device than said first client device;

configuring said real-time interactive content according to said first and second transmission and reception capabilities to ensure said first and second client devices each have an adequate time window to respond to the real-time interactive content;

generating information pertinent to the real-time interactive content; and

substantially simultaneously transferring said configured real-time interactive content and said pertinent information to said first and second client devices.

54.   (New) The apparatus according to claim 53, wherein, for the actions of recognizing and configuring, said first transmission and reception capabilities with the apparatus are different than said second transmission and reception capabilities with the apparatus.

55.   (New) The apparatus according to claim 53, wherein said apparatus provides a betting service and said adequate time window to respond to the real-time interactive content comprises a betting window.